

FIG. 1A SCENE CHANGE



FIG. 1B INPUT AUDIO



FIG. 1C INPUT AUDIO MODE

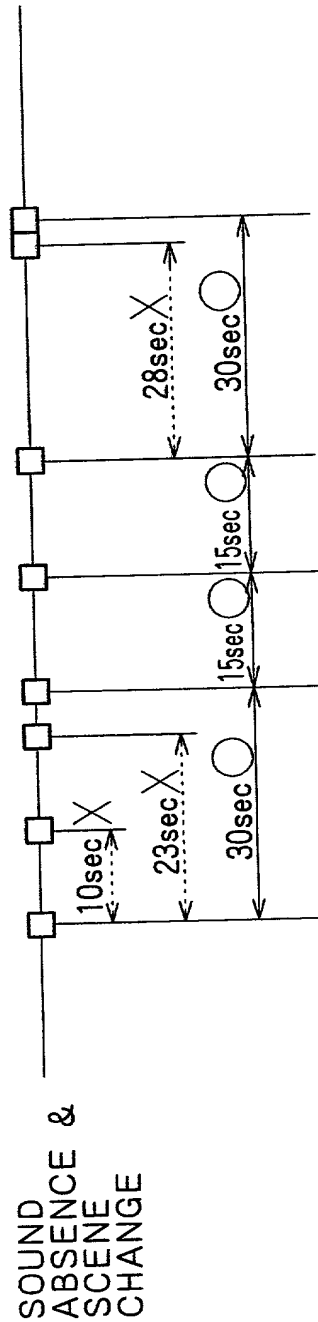
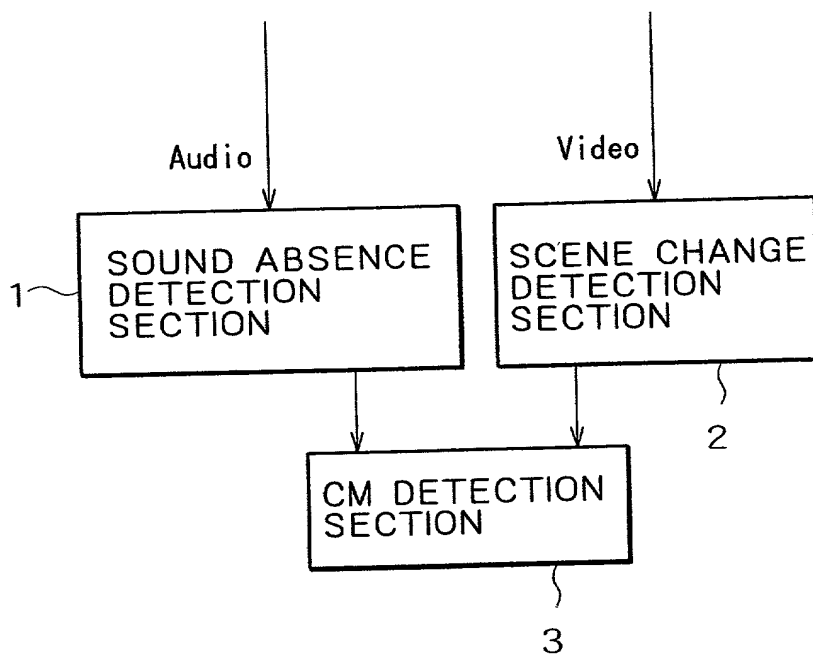
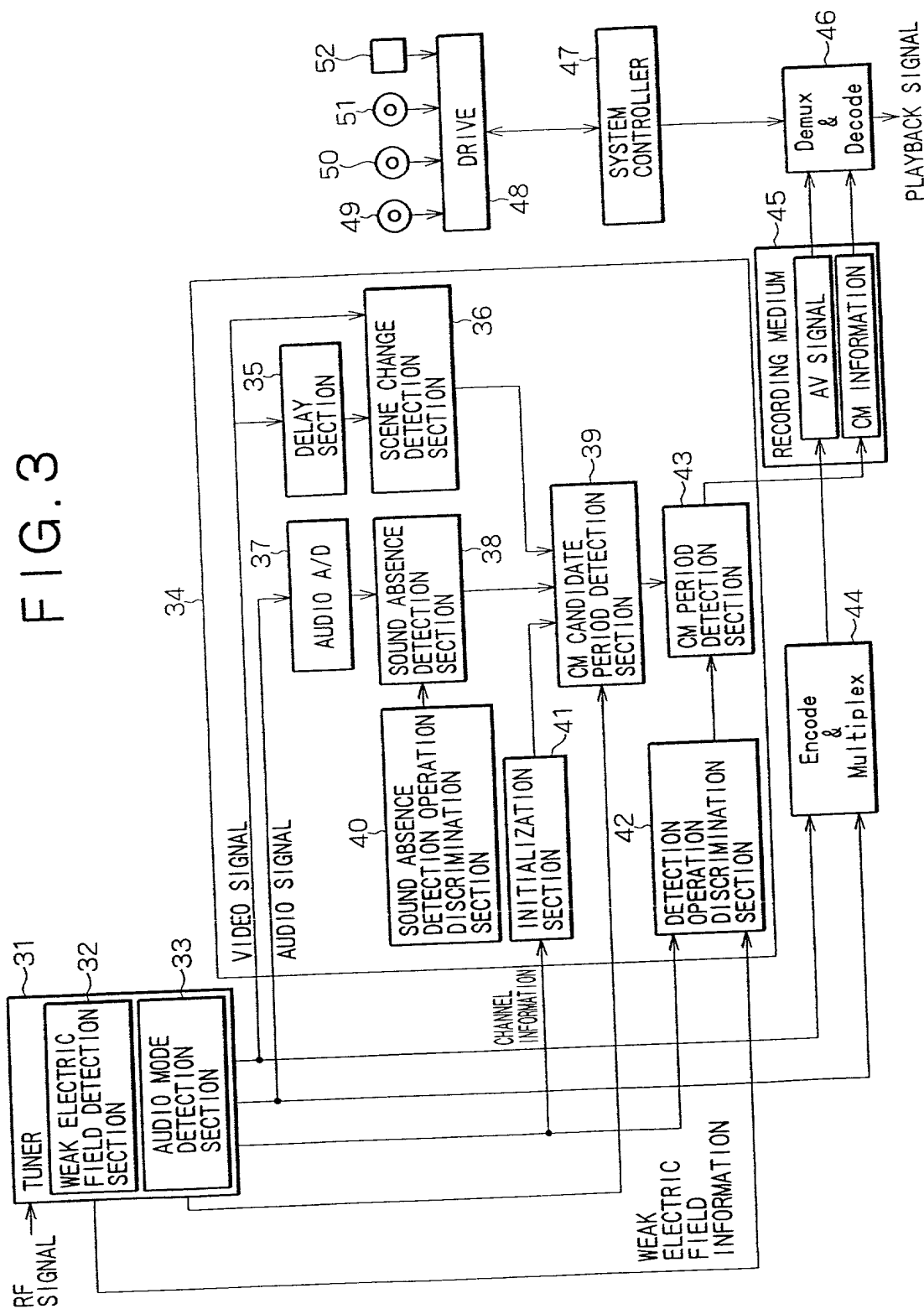


FIG. 1D SOUND ABSENCE & SCENE CHANGE

FIG. 2





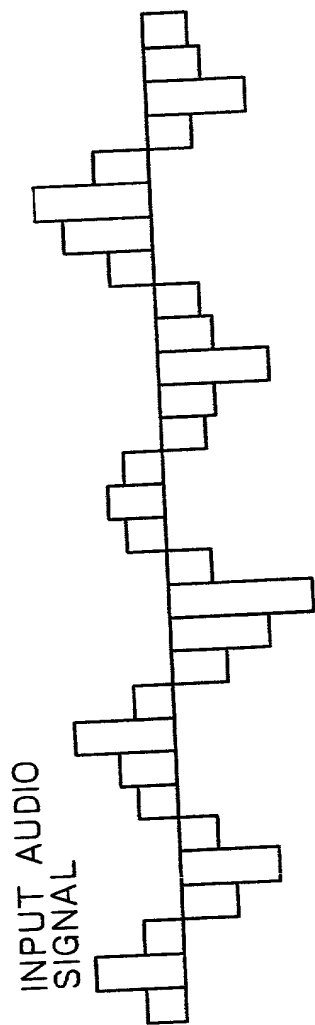


FIG. 4A

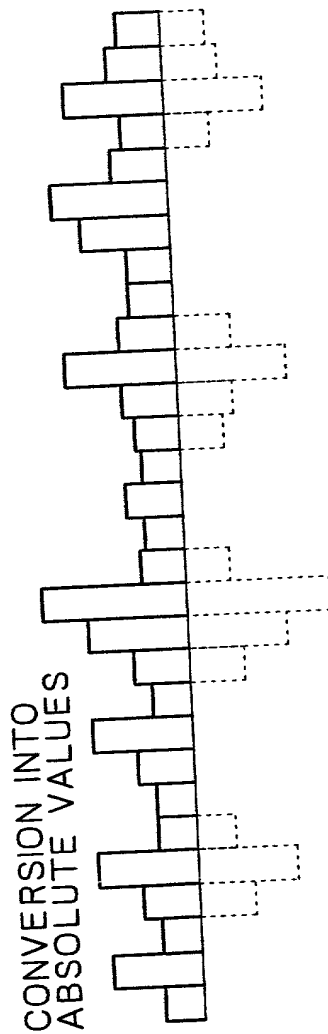


FIG. 4B

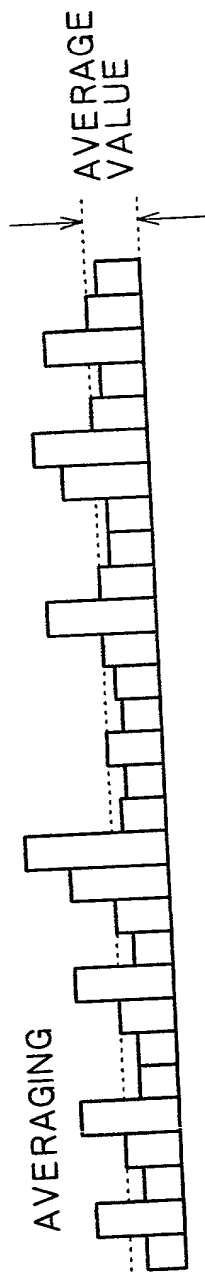
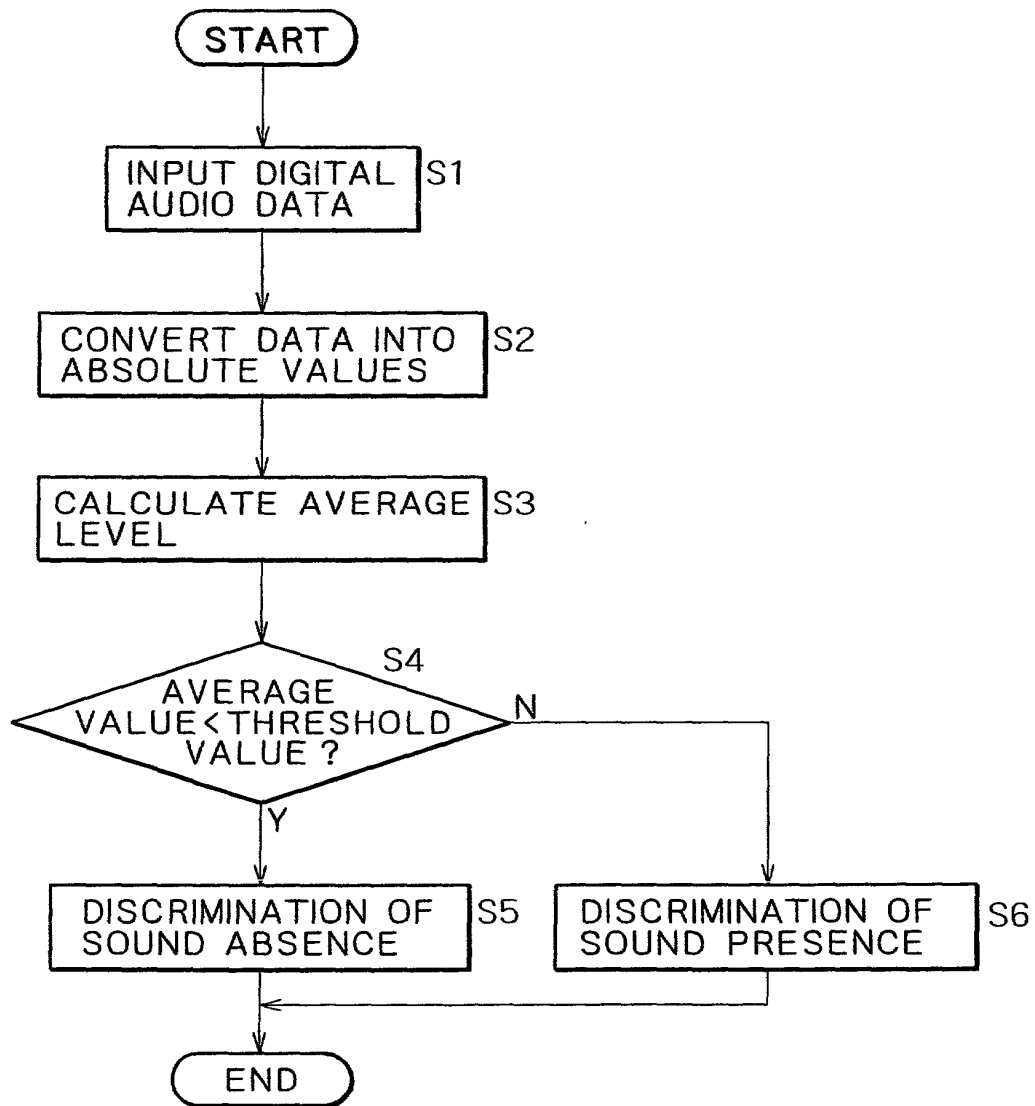


FIG. 4C

FIG. 5



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# FIG. 6

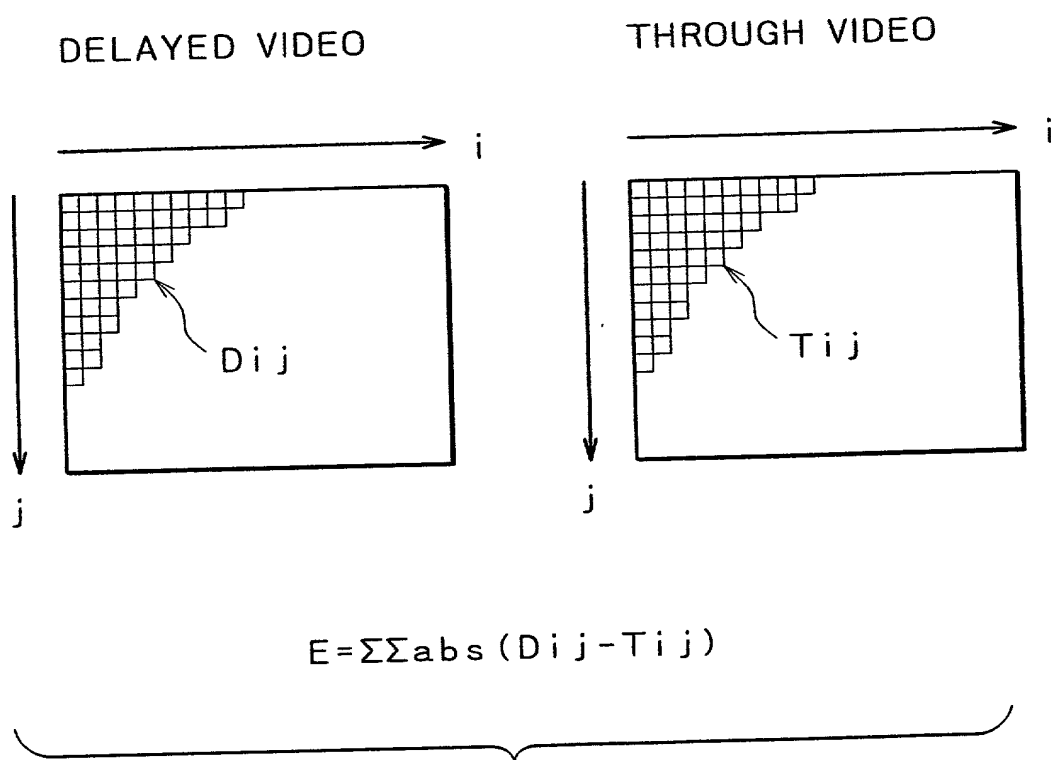


FIG.7

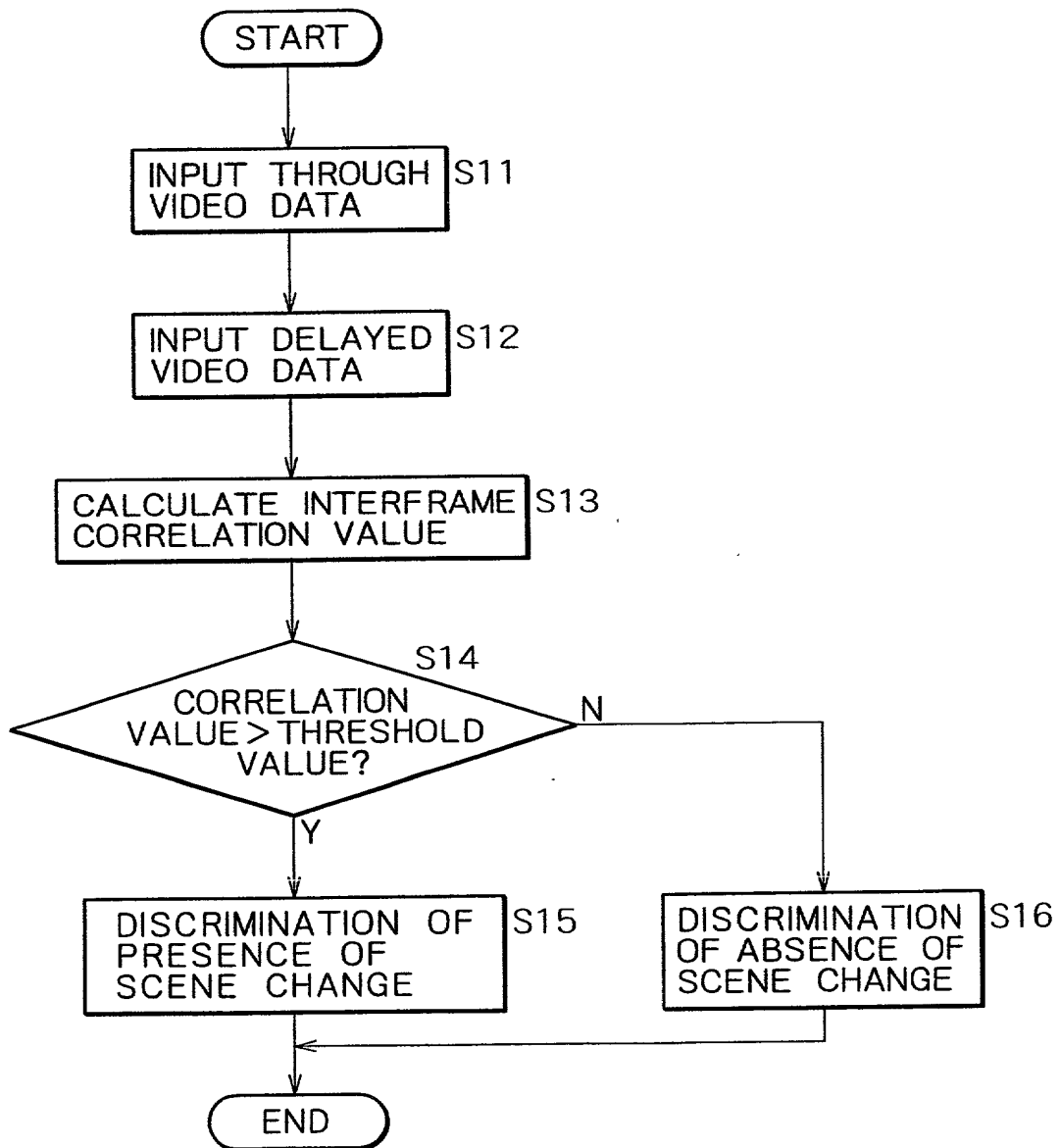


FIG. 8

FRAME NUMBER	0	1	2	3	4	5	6	7	8	9	10	11	12	13	.....	450	451	452	453	454	455	456	457	.....
SOUND ABSENCE DETECTION OUTPUT	0	1	1	1	1	0	0	0	0	0	0	0	0	0	.....	0	1	1	1	1	0	0	0	
SCENE CHANGE DETECTION OUTPUT	0	0	1	0	0	0	0	0	0	0	0	0	0	0	.....	0	0	1	0	0	0	0	0	
AUDIO MODE OUTPUT	0	1	1	1	1	1	1	1	1	1	1	1	1	1	.....	1	1	1	1	0	0	0	0	

450FRAMES=15seconds



FIG. 9

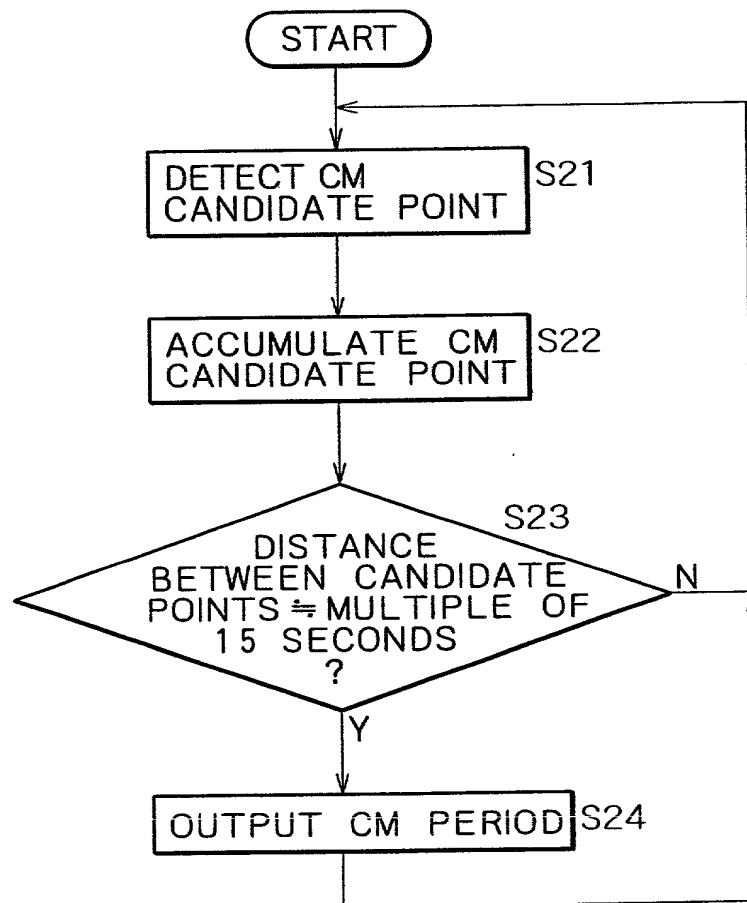


FIG. 10

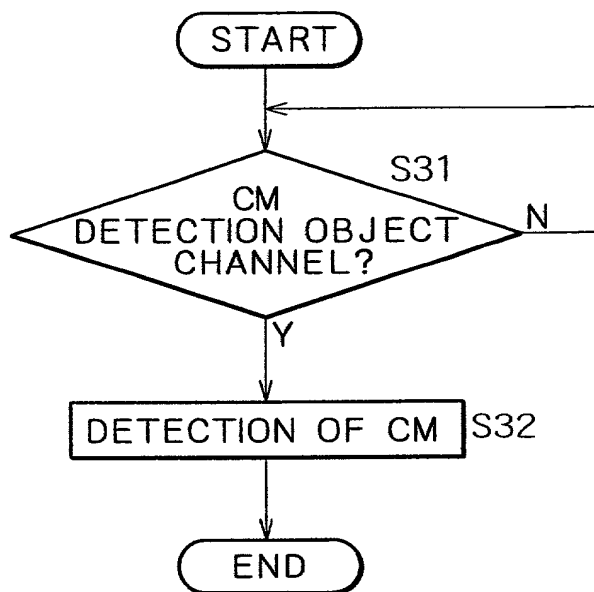


FIG. 11

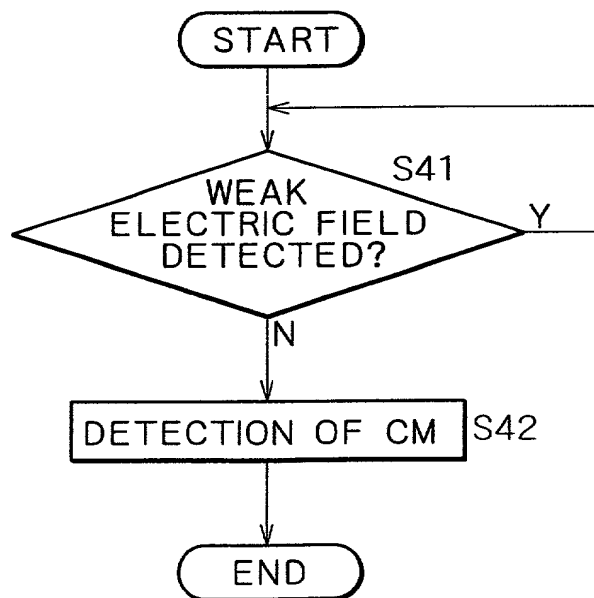


FIG. 12

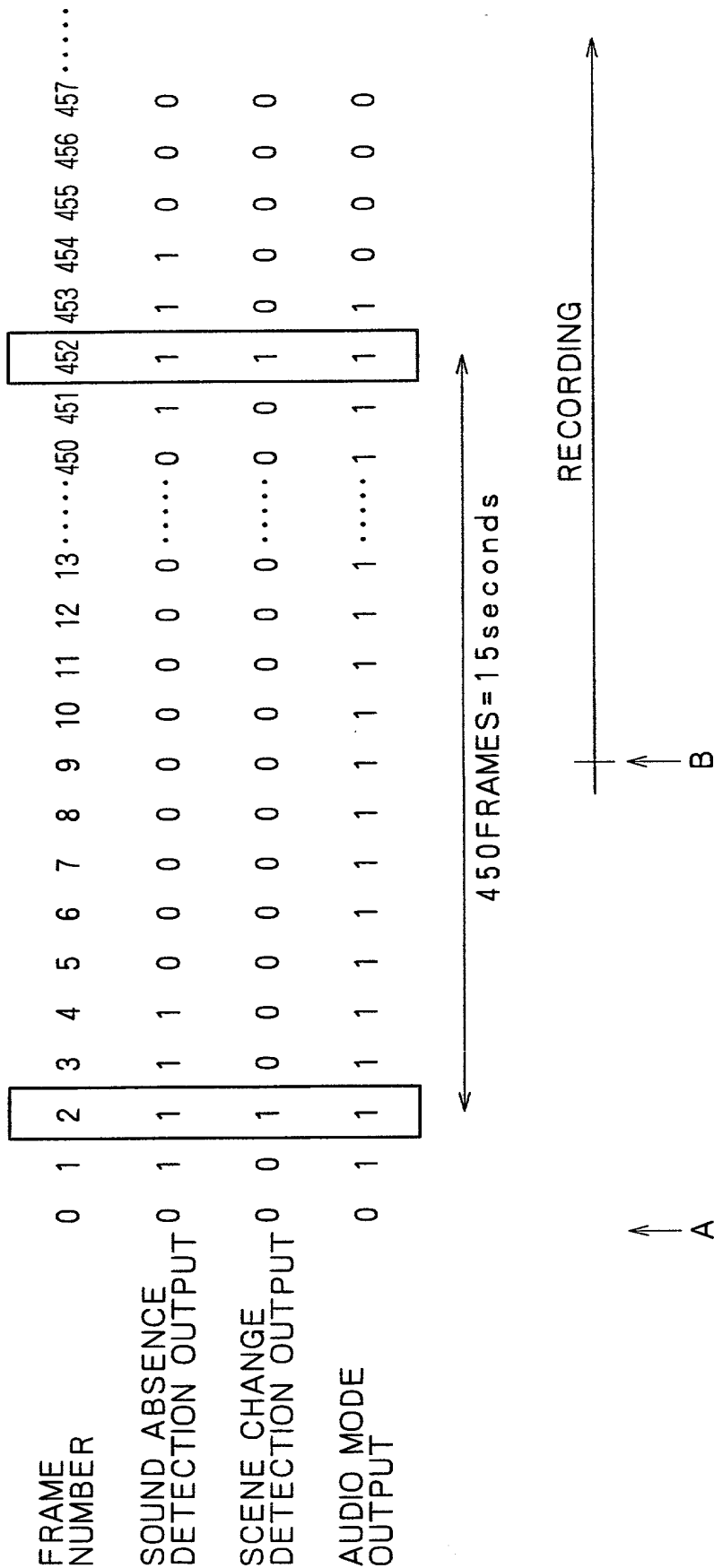
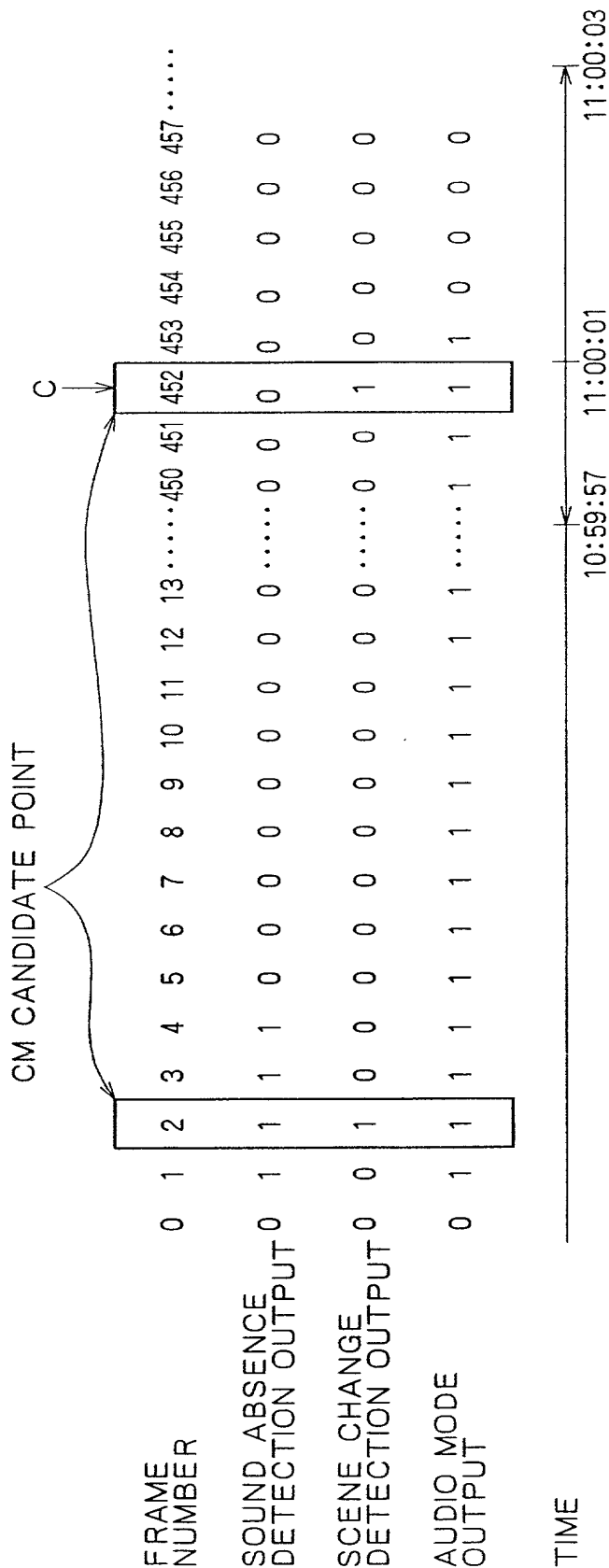
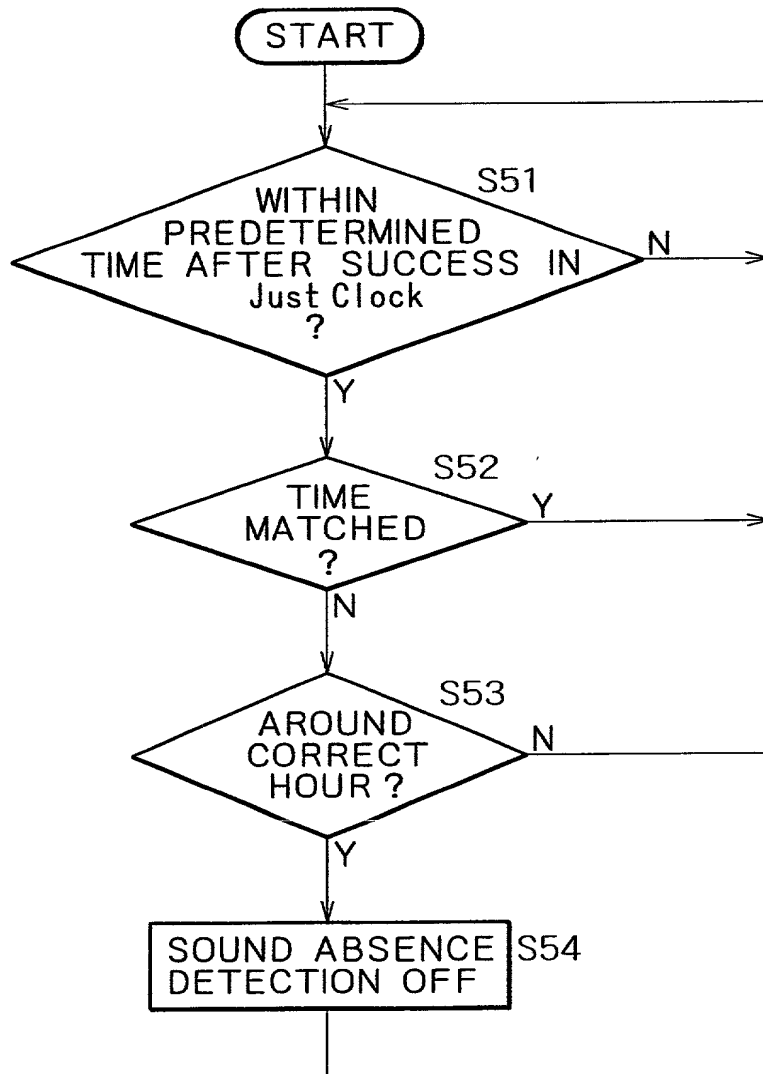


FIG. 13



※ SOUND ABSENCE DETECTION OUTPUT IS IGNORED  
WITHIN 3 SECONDS AROUND EVERY CORRECT HOUR  
IF TIME MATCHING IS NOT PERFORMED BY USER  
AFTER JUST CLOCK OPERATION IS PERFORMED

FIG. 14



093043-07401  
TOT 20" ESTE0550

FIG. 15

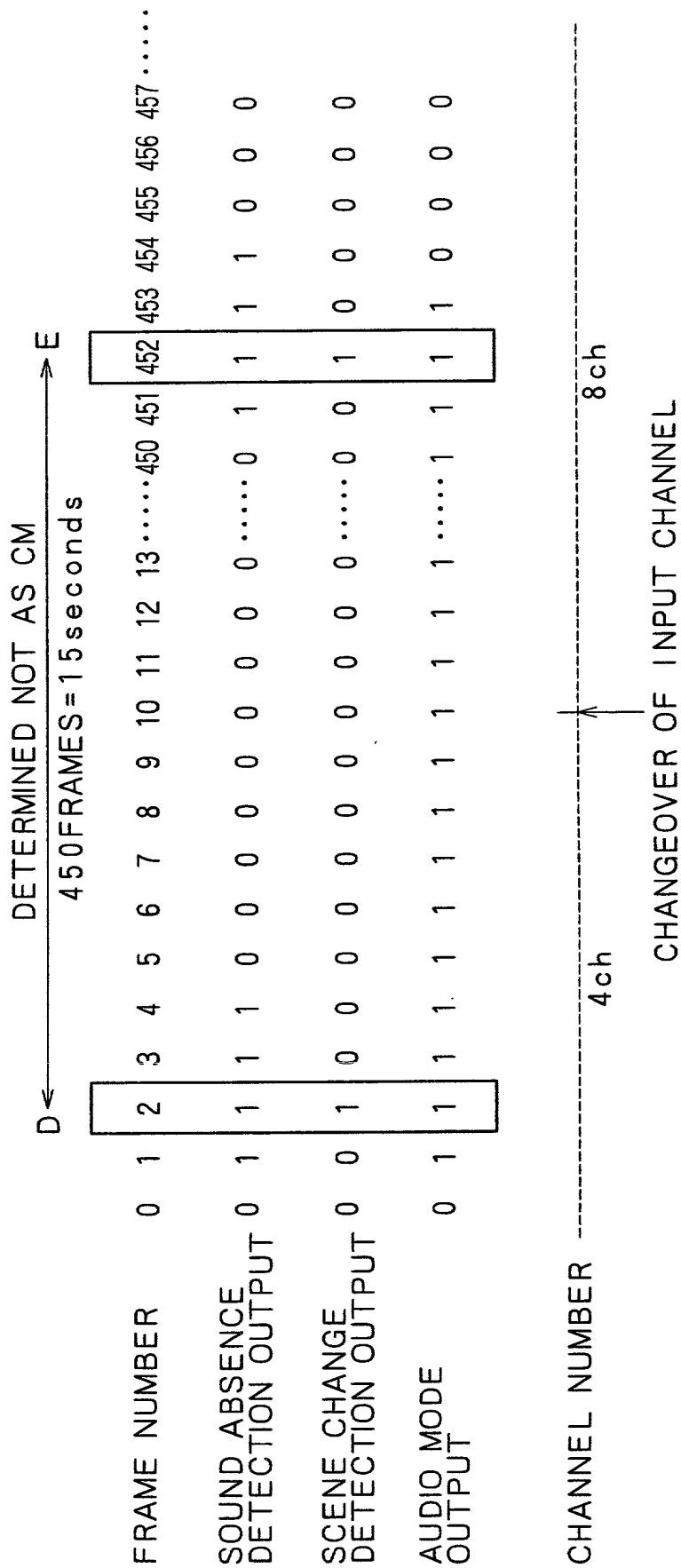


Fig. 16

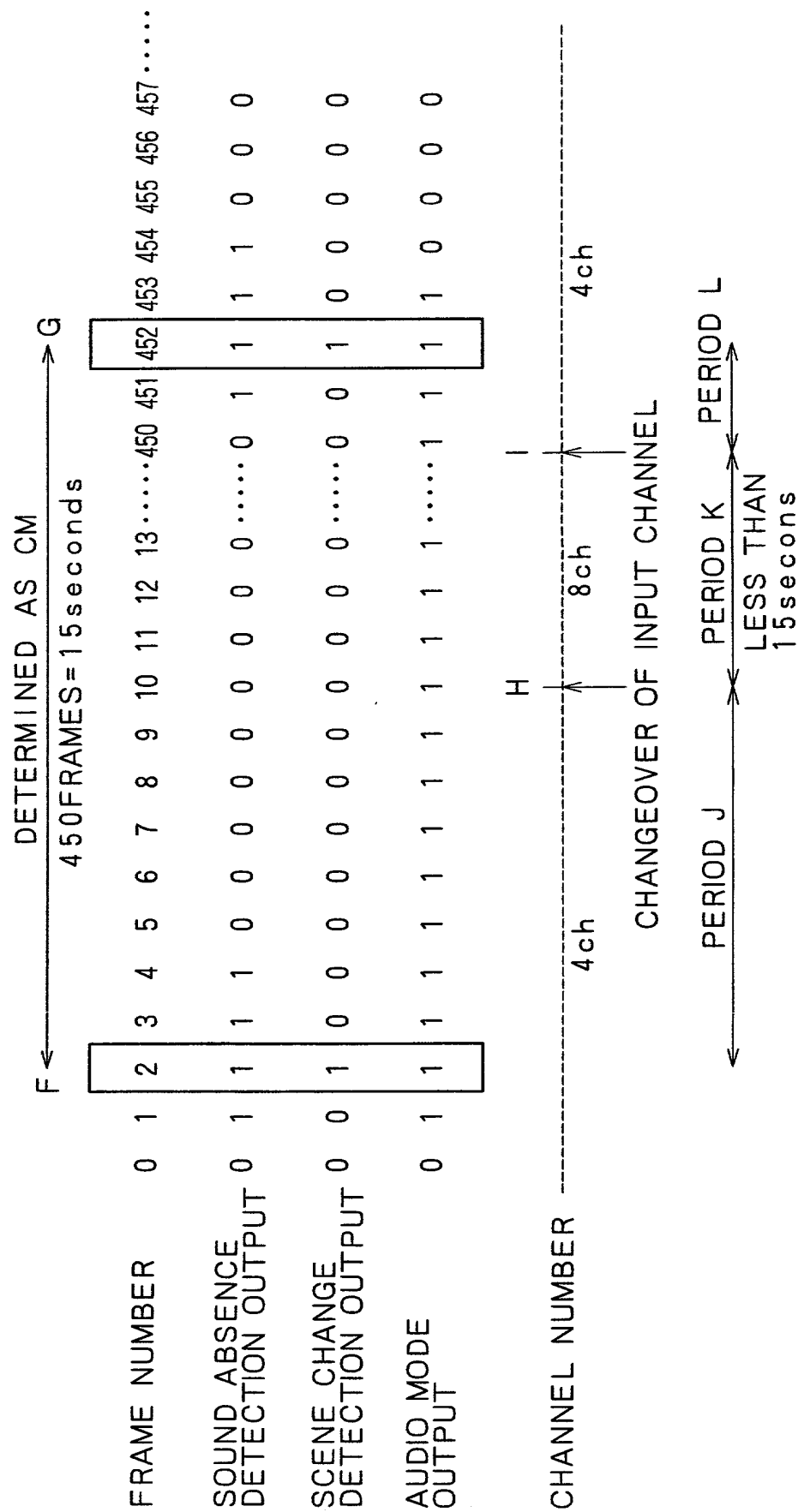


FIG. 17A

CANDIDATE POINT  
FRAME NUMBER

40	10
100	10
180	10
200	4

A

C

B

D

F

TOP POINTER OF CANDIDATE  
POINT BUFFER

TOP POINTER OF CANDIDATE  
POINT

FIG. 17B

40	10
100	10
180	10
200	4
220	4
250	8
300	8
400	6
550	6

E

G

FIG. 17C

40	10
100	10
180	10
200	4
220	4
250	8
300	8
400	6
550	6
650	4
700	4
1000	4

I

H



FIG. 18

